

GRAPHIC DISPLAY

Publication number: JP11272846

Publication date: 1999-10-08

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Applicant: MITSUBISHI ELECTRIC CORP

Classification:

- International: G09G5/397; G06T1/00; G06T3/00; G06T11/00; G09G5/00; G09G5/06; G09G5/36; G09G5/377; G09G5/399; G06T1/00; G06T3/00; G06T11/00; G09G5/00; G09G5/06; G09G5/36; (IPC1-7): G06T1/00; G06T11/00; G09G5/00; G09G5/06; G09G5/36

- European:

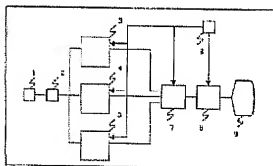
Application number: JP19980074336 19980323

Priority number(s): JP19980074336 19980323

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Abstract of JP11272846

PROBLEM TO BE SOLVED: To actualize an anti-aliasing system for an overlay display using an alpha memory. **SOLUTION:** A graphics controller 2 writes the value of color information expanded into a pixel set corresponding to graphic drawing instruction data by a CPU 1 in the corresponding addresses of overlay and screen memories 3 and 5, and at the same time writes the α value (transparency equivalent value) of an overlay image calculated by pixels corresponding to the border between drawn figures on the memories 3 and 5 in the corresponding addresses of the alpha memory 4. A blender 7 performs mixture with color information in the memories 3 and 5 at the same pixel positions read out with the pixel clock of a pixel clock generating means 6 according to the α value of the alpha memory 4 and displays the mixed color information at a display part 9 through a D/A converter 8.



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